

VID System

Each VID number has a one digit prefix and two digit suffix. The prefix defines the layer of clothing (starting with 0 for the skin) and the suffix defines the part on the body. So the VID for the left elbow on the body is 42, while the VID for the left elbow on undershirts is 342.

Prefix: Layer

0xx: Skin

1xx: T1 bra, B1 underwear, L1 socks, jewelry over skin/bra:

2xx: B2 bottoms outerwear

3xx: T1 undershirt, jewelry over undershirt

4xx: T2 overshirt, jewelry over overshirt

Suffix: Part on body

x01: entire head

x20: neck

x21: base of neck

x22: breast front middle

x23: breast sides

x24: breast back

x25: waist front

x26: waist sides & back

x28: belly front

x29: belly sides & back

x31: lower belly front

x32: lower belly sides & back

x33: middle pelvis front

x34: middle pelvis sides and back

x35: lower pelvis front

x36: lower pelvis sides and back

x40: left shoulder
x41: left upper arm
x42: left elbow
x43: left upper forearm
x44: left lower forearm
x45: left wrist
x46: left top of hand
x47: left most of hand
x49: left thumb/fingers
x50: right shoulder
x51: right upper arm
x52: right elbow
x53: right upper forearm
x54: right lower forearm
x55: right wrist
x56: right top of hand
x57: right most of hand
x59: right thumb/fingers
x60: left top of leg
x61: left upper leg
x62: left knee
x63: left lower leg
x64: left even lower leg
x65: left ankle
x66: left most of foot
x68: left foot base
x69: left toes
x70: right top of leg
x71: right upper leg

x72: right knee

x73: right lower leg

x74: right even lower leg

x75: right ankle

x76: right most of foot

x78: right foot base

x79: right toes

Notes

The entire pelvis used to be 34, but I broke this up into multiple VIDs to allow for longer shirts 10/12.

36 covers all of the areas that would normally be taken up by 33, 35 and 36 on the base body and formfit templates (10/13).

The VIDs for the foot need to be rethought due to high heels.

11/2/06: VIDs of hands and feet relaid out.

Assigning VIDs

Use the SR2 Prop Man tool. Its now set up to set VIDs on a per face basis.

The Old Way

VID data is contained in UV channel 11 for a mesh. To assign or change VIDs:

- Put an Unwrap UVW modifier on the mesh under any Morphers than may exist.
 - Set the Map Channel to 11.
 - Click the Edit.. button to open the Edit UVWs window.
 - Select the faces that you want to assign to a certain VID (its easier to select them in the perspective view).
 - Click the Planar Map button.
 - In the Edit UVWs window, set each of the U, V and W coordinates for the selection to the desired VID number.
 - Repeat steps 3-5 for each VID assignment.
- Collapse the Unwrap UVW modifier.
- Open PropMan? to test the VIDs.

The New Way

- Use the SR2_PropMan tool to select faces and assign them VIDs.

The VID Hiding Sheet

When a character wears an article of clothing, usually parts of the body and inner clothing layers need to be hidden that are underneath said article of clothing. Each clothing article has a list of VIDs that are hidden when it is worn. This information is contained in:

[See companion spreadsheet: character VID hiding sheet.xls]

This sheet contains five tabs labeled 1xx, 2xx and so on. Each tab has a series of mesh names across the top and VID names and numbers down the side. Each column represents the VID hiding info for a given mesh, while each row represents a different VID.

Whenever there is an 'x' in a cell, it means that the mesh listed at the top of the column hides the VID listed at the left. An 'i' means that this VID is ignored and not hidden. Actually, the only important letter is an 'x'. An 'i', a blank space, or any other character will be treated as ignoring the VID. I choose to put letter 'i's on the sheet so I know where I have already entered data. A blank space means that I still need to decide if this asset will hide that VID or not. The sheet has conditional formatting so all 'x's will be colored orange while all 'i's will be green, to make it easier to see what's going on.

Different tabs represent different clothing layers. The first tab, "1xx", contains things like bras, underwear and socks. These meshes are composed of VIDs in the 100-199 range and hide VIDs in the 0-99 range. So the VIDs that get hidden from meshes on this tab are the same as the VID numbers listed.

The second tab, "2xx", contains meshes of the next clothing layer (bottoms outerwear). These meshes hide marked VIDs in the 0-99 range as well as the 100-199 range. For example, a pair of pants is marked to hide VID 31 (lower belly front) in this tab. This means it will hide VID 31 (part of the body) and VID 131 (part of underwear covering the same part of the body).

The next tab, "3xx", hides VIDs in the 0-99, 100-199 and 200-299 range, and so on through the tabs.

The columns of the sheet should be kept alphabetical for ease of locating meshes.

To help decide which VIDs a given article of clothing should hide:

- Import the base body mesh and align it to the article of clothing.

- Use Prop to hide as many VIDs on the base mesh as you can without making pieces disappear that the clothing does not cover.
- Enter these numbers into the spreadsheet using the instructions above.

Note that some articles of clothing will not hide any VIDs, such as skimpy underwear (consisting of planar geometry) and semi-transparent nylons.